

What is claimed is:

1. A game apparatus that advances a game according to a player's instruction, comprising:

a progress degree detector that detects a degree of a game progress;

5 a rule judge that determines a rule applicable when a player advances the game according to the degree of the detected game progress;

an instruction input device that inputs a desired instruction of the player to advance the game;

a rule violation determiner that determines whether a violation of the determined
10 rule occurs based on the input instruction; and

a penalty processor that imposes a predetermined penalty when said rule violation determiner determines that the violation occurs.

2. The video game apparatus according to claim 1, wherein said rule violation determiner further comprises a device that determines whether the input instruction is
15 against the determined rule.

3. The video game apparatus according to claim 1, further comprising:

an instruction executer that executes processing according to the input instruction, wherein said rule violation determiner further comprises a device that determines whether a processing result of said instruction executer based on the input instruction is
20 against the determined rule.

4. The video game apparatus according to claim 1, wherein the rule applicable when the game advances is divided into multiple groups, and said rule judge determines a rule that belongs to a group corresponding to the degree of detected game progress as the rule applicable when the game advances.

25 5. The video game apparatus according to claim 1, wherein the number of rules applicable when the game advances is two or more, and said rule judge increase the number of rules applicable when the game advances.

6. The video game apparatus according to claim 1, wherein said instruction input device inputs an instruction to operate a player character, and said video game apparatus further comprises a characteristic value storage that stores a characteristic value of the player character that varies in accordance with the degree of the game progress and
5 exerts an influence on the game progress, and said penalty processor varies the stored characteristic value of the player character.

7. The video game apparatus according to claim 6, wherein there are provided multiple player characters to which an operation can be instructed from said instruction input device, said rule violation determiner further comprising a judge that judges a
10 player character that causes a violation of the determined rule based on the input instruction among said multiple player characters, and said penalty processor imposes the predetermined penalty on the player character that violates the rule.

8. The video game apparatus according to claim 1, wherein said instruction input device inputs a type of operation executed by the player character, which can perform
15 multiple kinds of operations, and said penalty processor limits the types of operations that can be executed by the player character to impose said penalty.

9. The video game apparatus according to claim 8, wherein there are provided multiple player characters to which an operation can be instructed from said instruction input device, said rule violation determiner further comprising a judge that judges a
20 player character that violates the determined rule based on the instruction from said instruction input device among said multiple player characters, and said penalty processor imposes the predetermined penalty on the player character that violates the rule.

10. The video game apparatus according to claim 1, further comprising an item
25 storage that stores items given to the player according to the game progress, wherein said penalty processor deletes a predetermined item stored in said item storage to impose said penalty.

11. The video game apparatus according to claim 10, wherein said item storage stores the items given to the player by classifying the items into groups based on a value in the game progress, said rule violation determiner determines the degree of the violation of the rule when said rule violation determiner determines that a violation of the determined rule occurs, and said penalty processor deletes an item belonging to a group responsive to the degree of the violation of the rule from the stored items.

12. A video game apparatus that advances a game according to a player's instruction, comprising:

- a rule storage that stores a rule applicable when a player advances the game;
- an instruction input device that inputs a desired instruction of the player to advance the game;
- a rule violation determiner that determines whether a violation against the stored rule occurs based on the input instruction;
- a violation history storage that stores a history of determined violations; and
- a penalty processor that imposes a predetermined penalty with a degree according to the stored violation history when said rule violation determiner determines that the violation occurs.

13. The video game apparatus according to claim 12, wherein said rule violation determiner includes a device that determines whether the input instruction itself is against the stored rule..

14. The video game apparatus according to claim 12, further comprising an instruction executor that executes processing according to the input instruction, wherein said rule violation determiner further comprises a device that determines whether a processing result of said instruction executor based on the input instruction is against the stored rule.

15. A video game apparatus having a memory that stores a video game program and a processor that executes said video game program, and displays an image as a

result of processing executed by said processor on a display device, wherein said video game program is stored in said memory and causes said processor to execute:

detecting a degree of a game progress;

determining a rule applicable when a player advances the game according to the

5 game progress;

inputting a desired instruction of the player to advance the game;

determining whether a violation of the determined rule occurs based on the input instruction; and

imposing a predetermined penalty when it is determined that the violation occurs.

10 16. A video game apparatus having a memory that stores a video game program and a processor that executes said video game program, and displays an image as a result of processing executed by said processor on a display device, and further having a second memory that stores a rule applicable when a player advances a game, wherein said video game program is stored in said memory and causes said processor to execute:

15 inputting a desired instruction of the player to advance the game;

determining whether a violation of the stored rule occurs based on the input instruction;

storing a history of the determined violations of the rule; and

imposing a predetermined penalty with a degree according to the stored history of

20 the violation of the rule when it is determined that the violation occurs.

17. A method for advancing a game executed by a computer apparatus, comprising:

detecting a degree of a game progress;

determining a rule applicable when a player advances the game according to the

25 detected degree of the game progress;

inputting a desired instruction of the player to advance the game;

determining whether a violation of the rule occurs based on the instruction input

by the player; and

imposing a predetermined penalty when it is determined that the violation occurs.

18. A method for advancing a game executed by a computer apparatus that stores a rule applicable when a player advances the game in a memory, comprising:

5 inputting a desired instruction of the player to advance the game;

determining whether a violation of the stored rule occurs based on the input instruction;

storing a history of the determined violations of the rule; and

10 imposing a predetermined penalty with a degree according to the stored history of the violation of the rule when it is determined that the violation occurs.

19. A computer-readable storage medium on which a video game program is recorded, said video game program causing a computer apparatus to execute:

detecting a degree of a game progress;

15 determining a rule applicable when a player advances the game according to the detected degree of the game progress;

inputting a desired instruction of the player to advance the game;

determining whether a violation of the determined rule occurs based on the instruction input by the player; and

imposing a predetermined penalty when it is determined that the violation occurs.

20 20. A computer-readable storage medium on which a video game program is recorded, said video game program causing a computer apparatus to execute:

inputting a desired instruction of the player to advance the game;

determining whether a violation of a stored rule occurs based on the input instruction;

25 storing a history of the determined violations of the rule; and

imposing a predetermined penalty with a degree according to the stored history of the violation of the rule when it is determined that the violation occurs.

21. A carrier wave having a data signal of a video game program, which is executed by a computer apparatus, superimposed thereon, wherein said video game program causes the computer apparatus to execute:

- detecting a degree of a game progress;
- 5 determining a rule applicable when a player advances the game according to the detected degree of the game progress;
- inputting a desired instruction of the player to advance the game;
- determining whether a violation of the determined rule occurs based on the instruction input by the player; and
- 10 imposing a predetermined penalty when it is determined that the violation occurs.

22. A carrier wave having a data signal of a video game program, which is executed by a computer apparatus, superimposed thereon, wherein said video game program causes the computer apparatus to execute:

- inputting a desired instruction of the player to advance the game;
- 15 determining whether a violation of a stored rule occurs based on the input instruction;
- storing a history of the determined violations of the rule; and
- imposing a predetermined penalty with a degree according to the stored history of the violation of the rule when it is determined that the violation occurs.